

FIG. 1

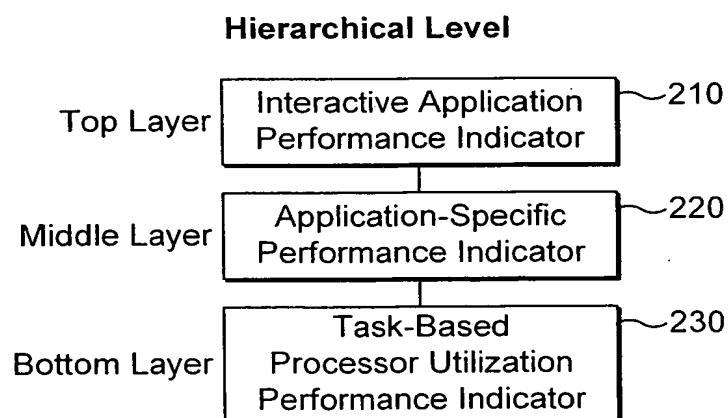


FIG. 2

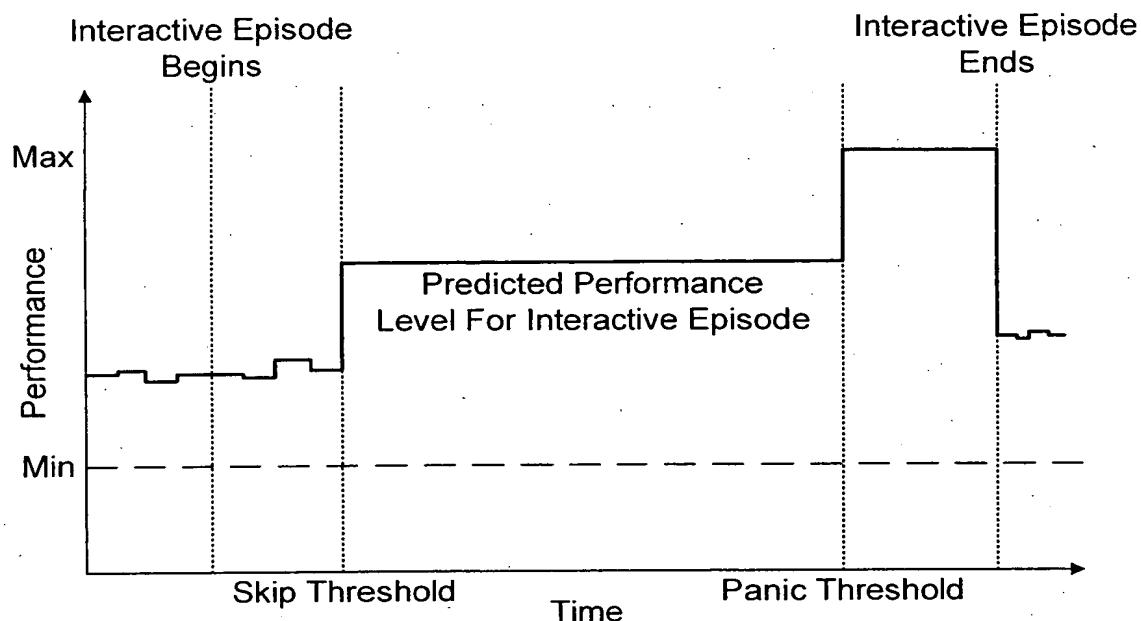


FIG. 3

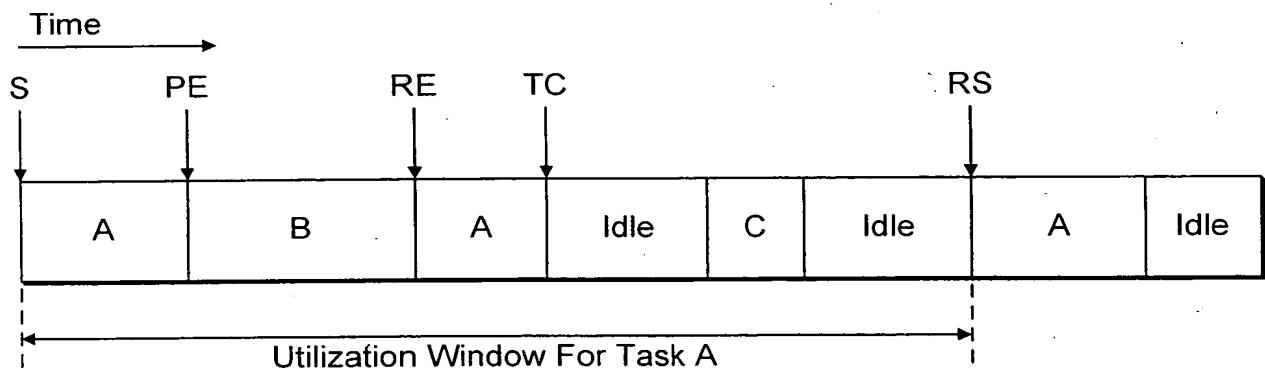


FIG. 4

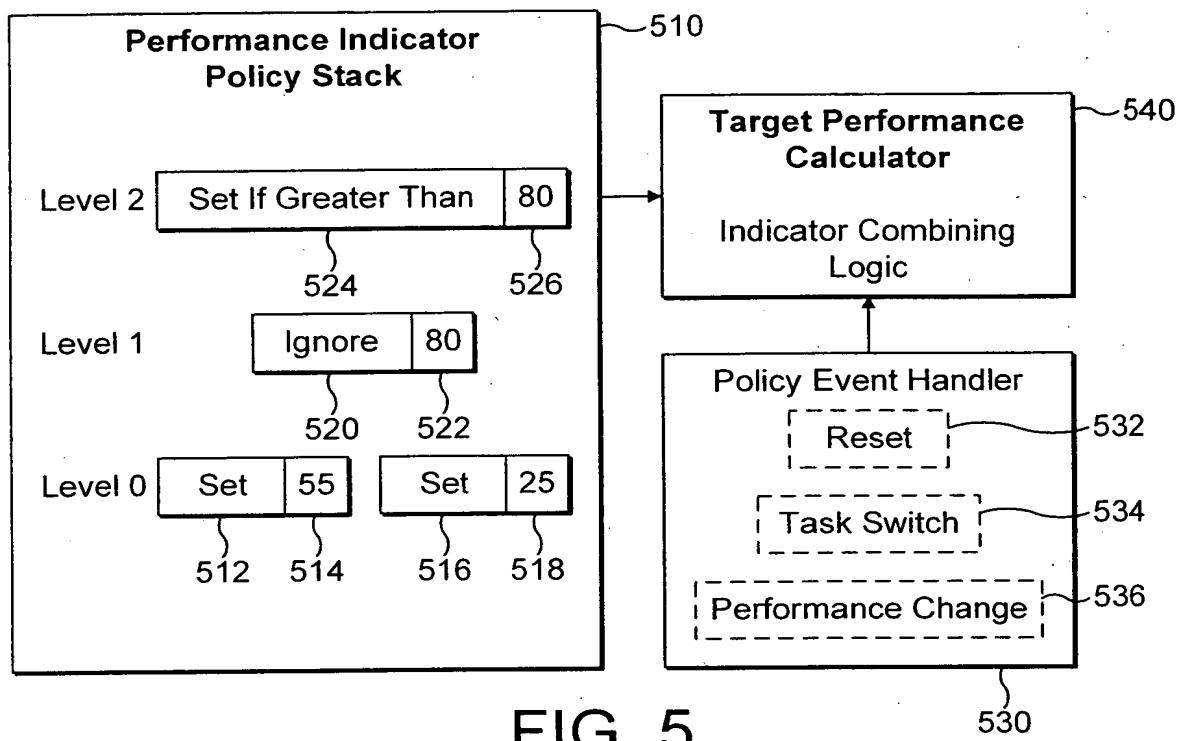


FIG. 5

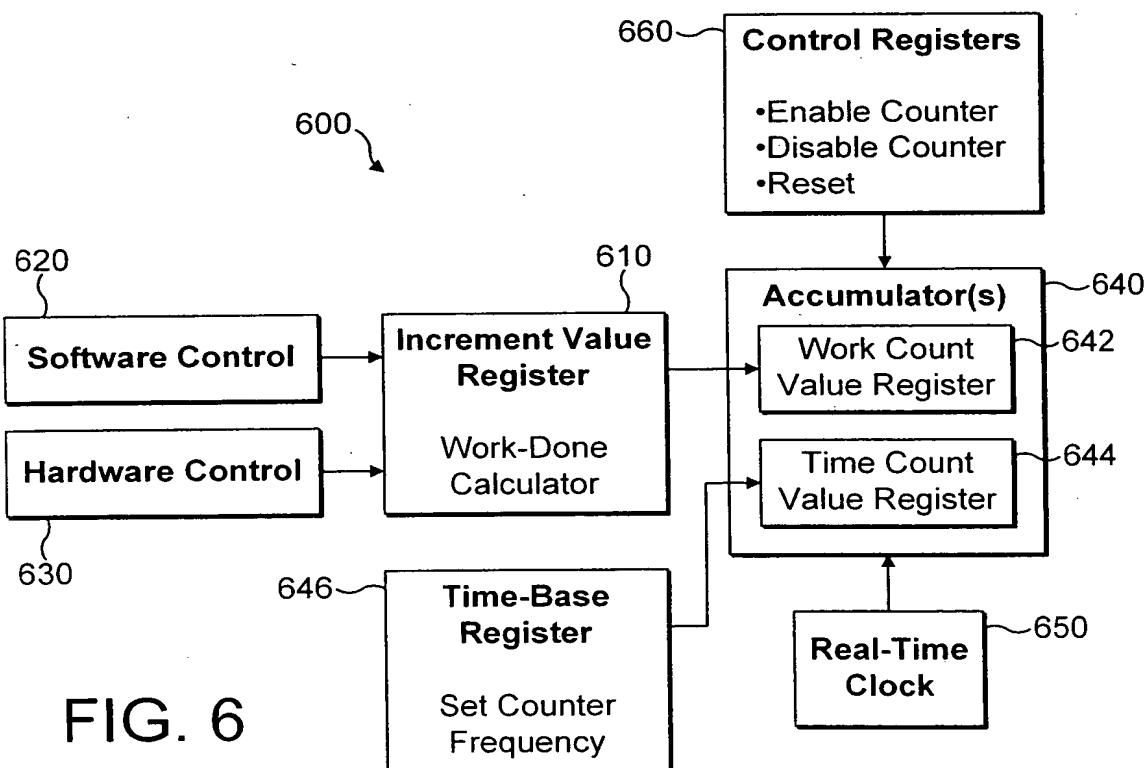


FIG. 6

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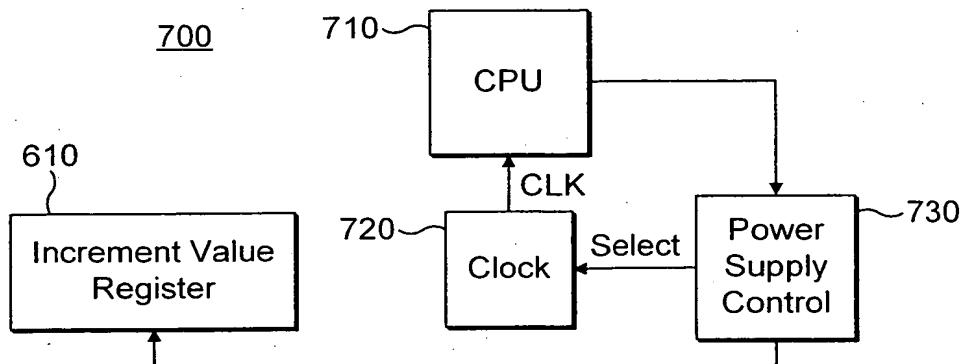


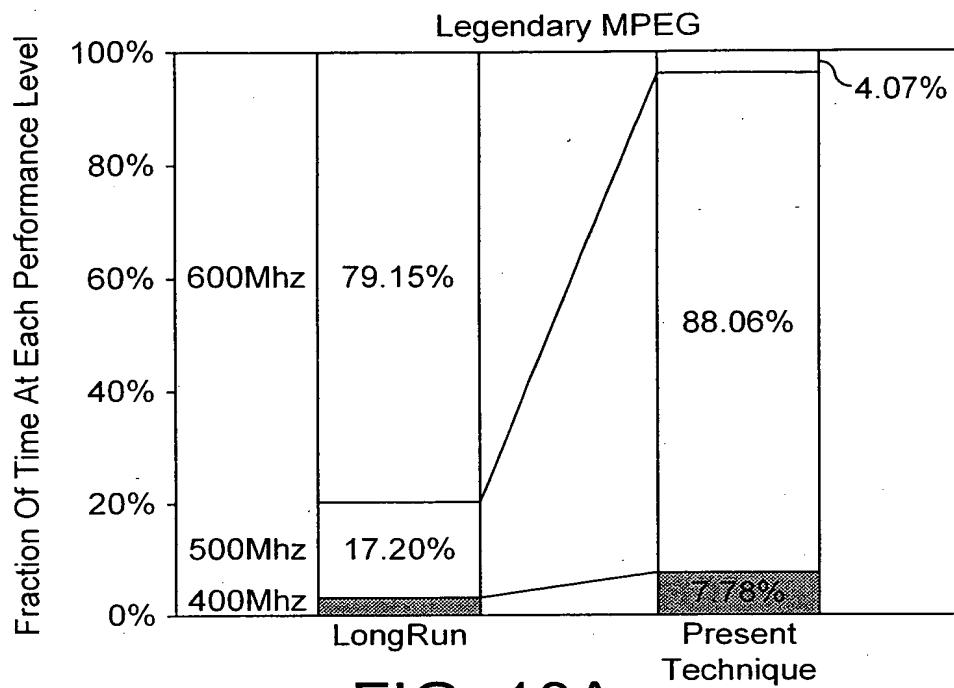
FIG. 7

			Execution Statistics			MPEG Decode	
			Length(s)	Idle	Sleep	Ahead(s)	Exactly On Time
Danse De Cable 320x160 +audio	LongRun Present Technique		247.1	54%	23%	148.10	6
				27%	4%	68.74	1012
Legendary 352x240 +audio	LongRun Present Technique		19.4	33%	13%	7.20	19
				24%	7%	4.79	65
Red's Nightmare 320x240	LongRun Present Technique		49.1	48%	36%	26.31	5
				32%	13%	16.53	74
Red's Nightmare 480x360	LongRun Present Technique		49.3	22%	15%	12.48	87
				18%	11%	8.17	139
Roadkill Turtle 304x240 +audio	LongRun Present Technique		121.3	46%	19%	64.93	5
				25%	4%	33.34	237
Sentinel 320x240 +audio	LongRun Present Technique		35.6	28%	10%	11.05	80
				19%	5%	6.32	231
SpecialOps 320x240 +audio	LongRun Present Technique		60.8	30%	11%	19.01	129
				20%	5%	12.67	305

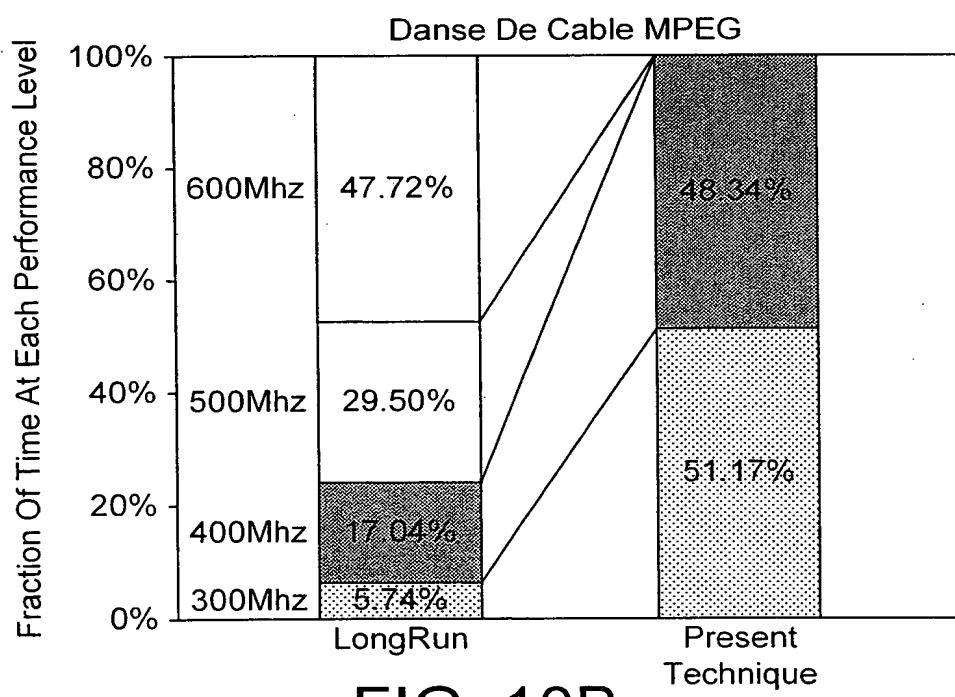
FIG. 8

LongRun				Present Technique				Mean Performance Reduction Over LongRun	
Fraction Of Time At Each Performance Level (Mhz)			Mean Perf Level	Fraction Of Time At Each Performance Level (Mhz)			Mean Perf Level		
300	400	500	600	300	400	500	600		
Danse De Cable	6%	19%	33%	54%	89%	51%	48%	0%	59%
Legendary	0%	3%	17%	79%	96%	0%	8%	88%	82%
Red's	11%	35%	35%	19%	80%	95%	2%	0%	3%
Nightmare Small	0%	5%	21%	74%	95%	0%	0%	90%	10%
Red's	3%	10%	23%	64%	92%	1%	97%	1%	0%
Nightmare Big	0%	0%	14%	86%	97%	0%	0%	93%	7%
Roadkill Turtle	1%	2%	14%	83%	96%	0%	2%	93%	4%
Sentinel	1%	2%	14%	83%	96%	0%	2%	93%	83%
SpecialOps	1%	2%	14%	83%	96%	0%	2%	93%	14%

FIG. 9



**FIG. 10A**



**FIG. 10B**

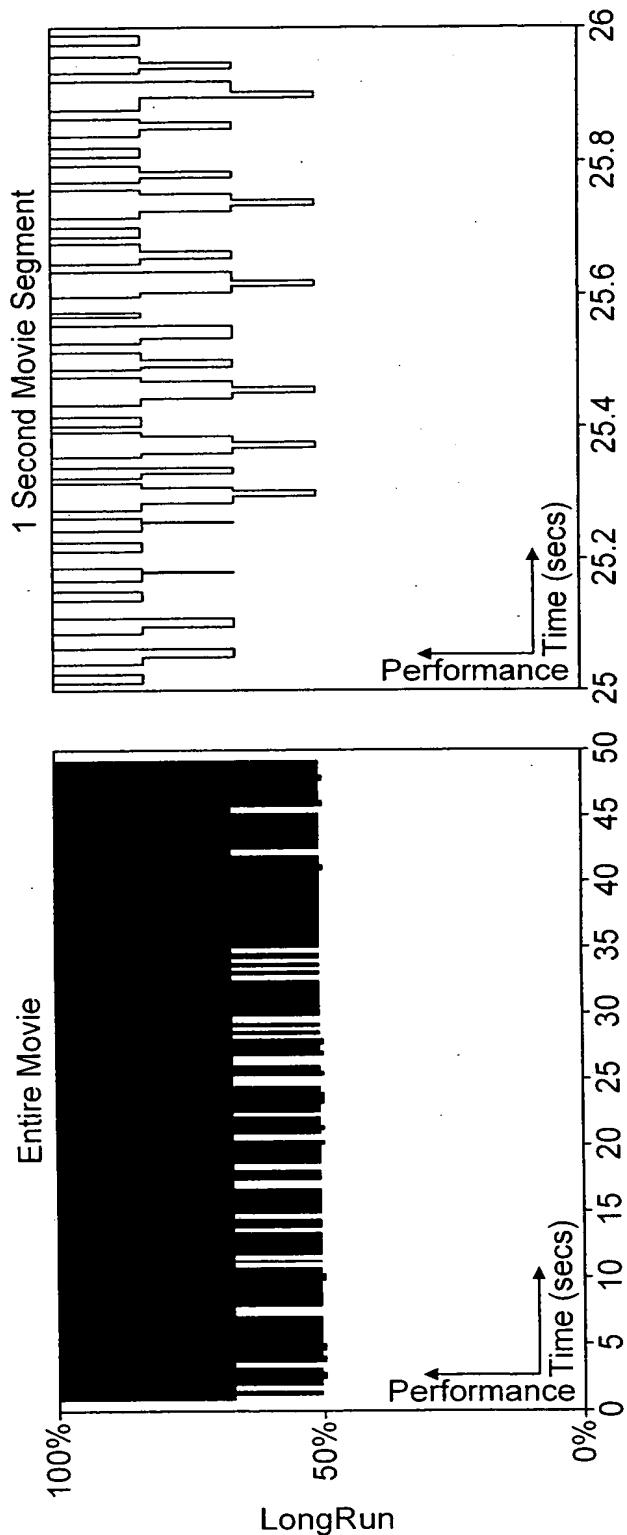
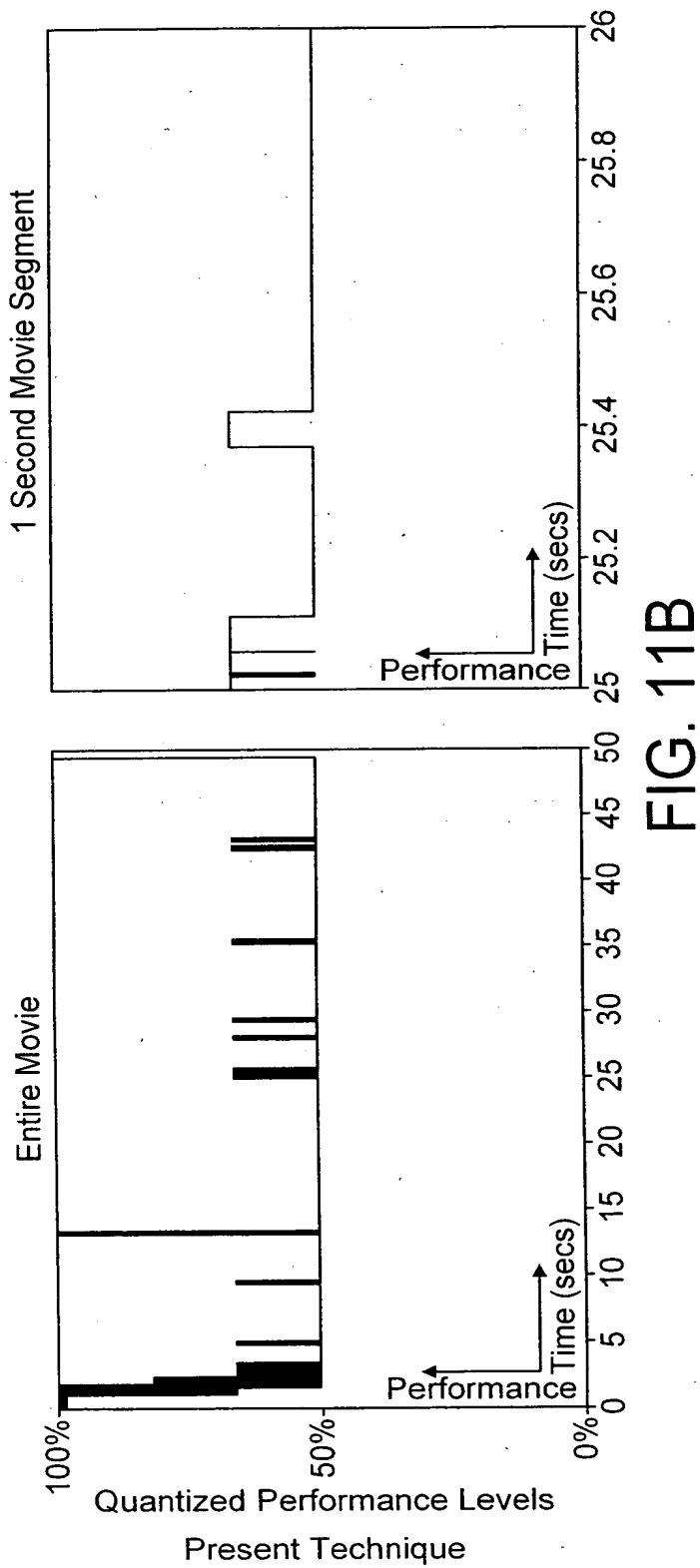


FIG. 11A



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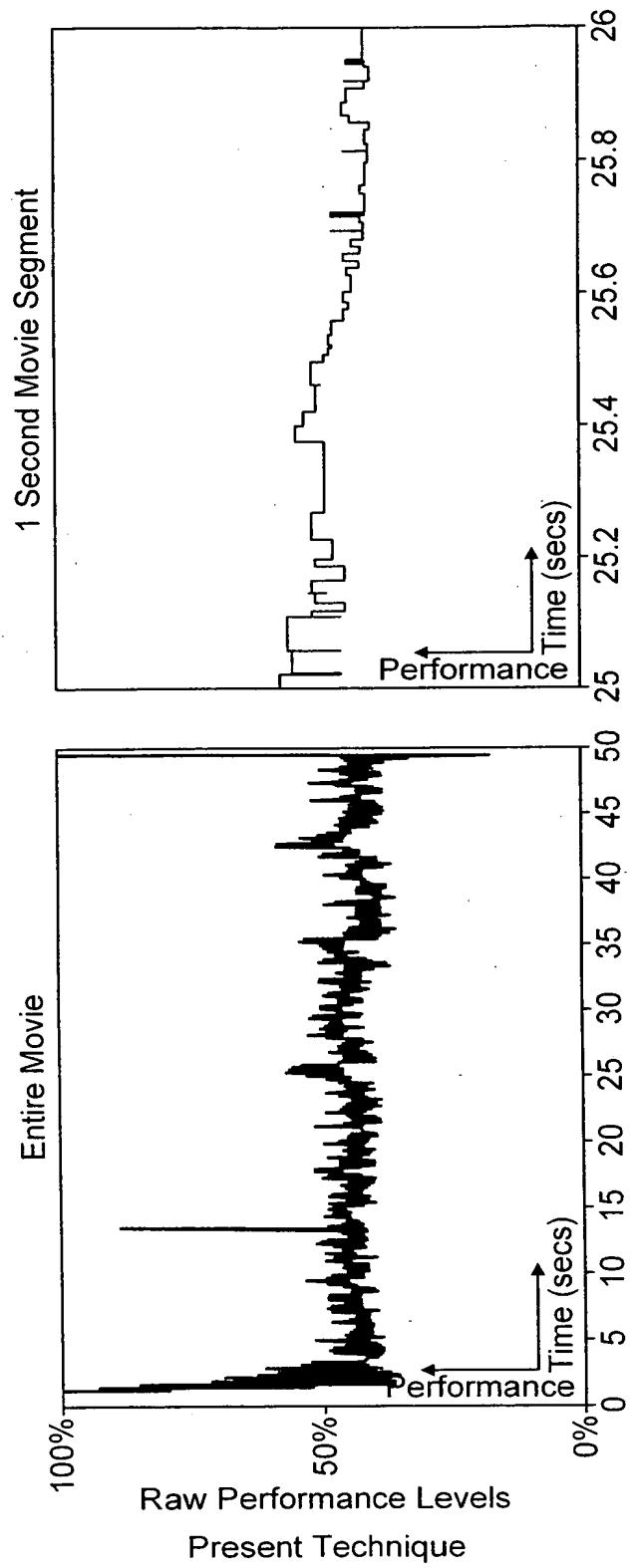


FIG. 11C

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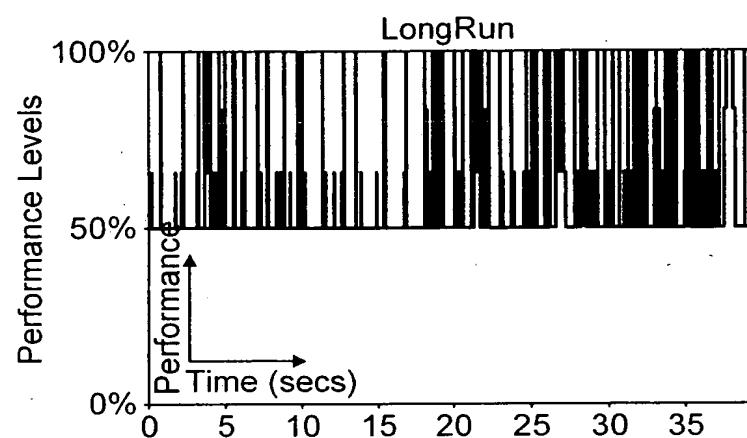


FIG. 12A

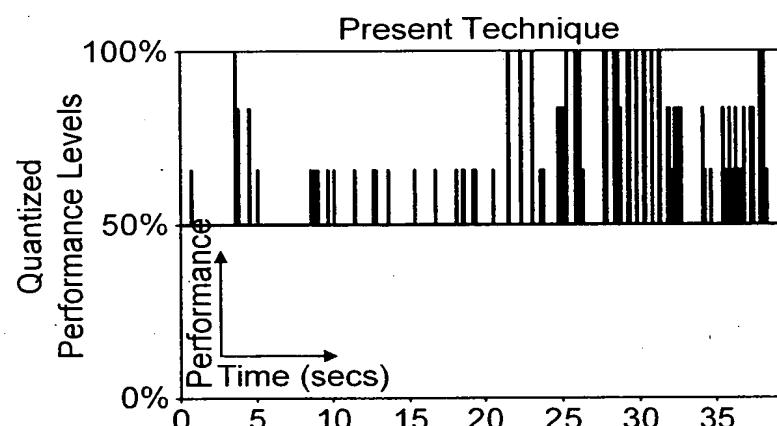


FIG. 12B

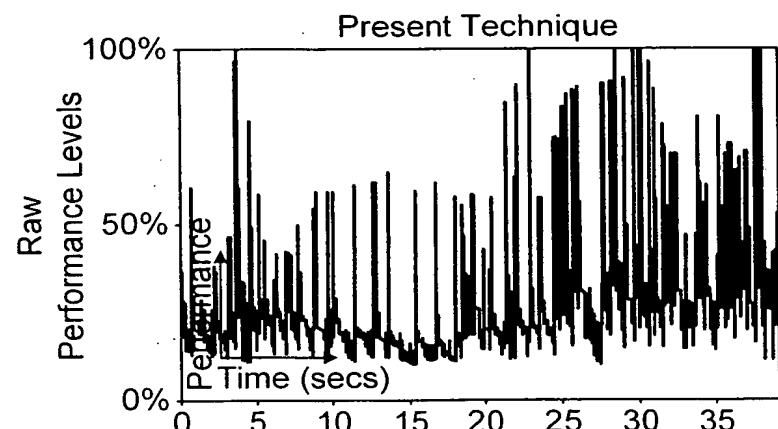
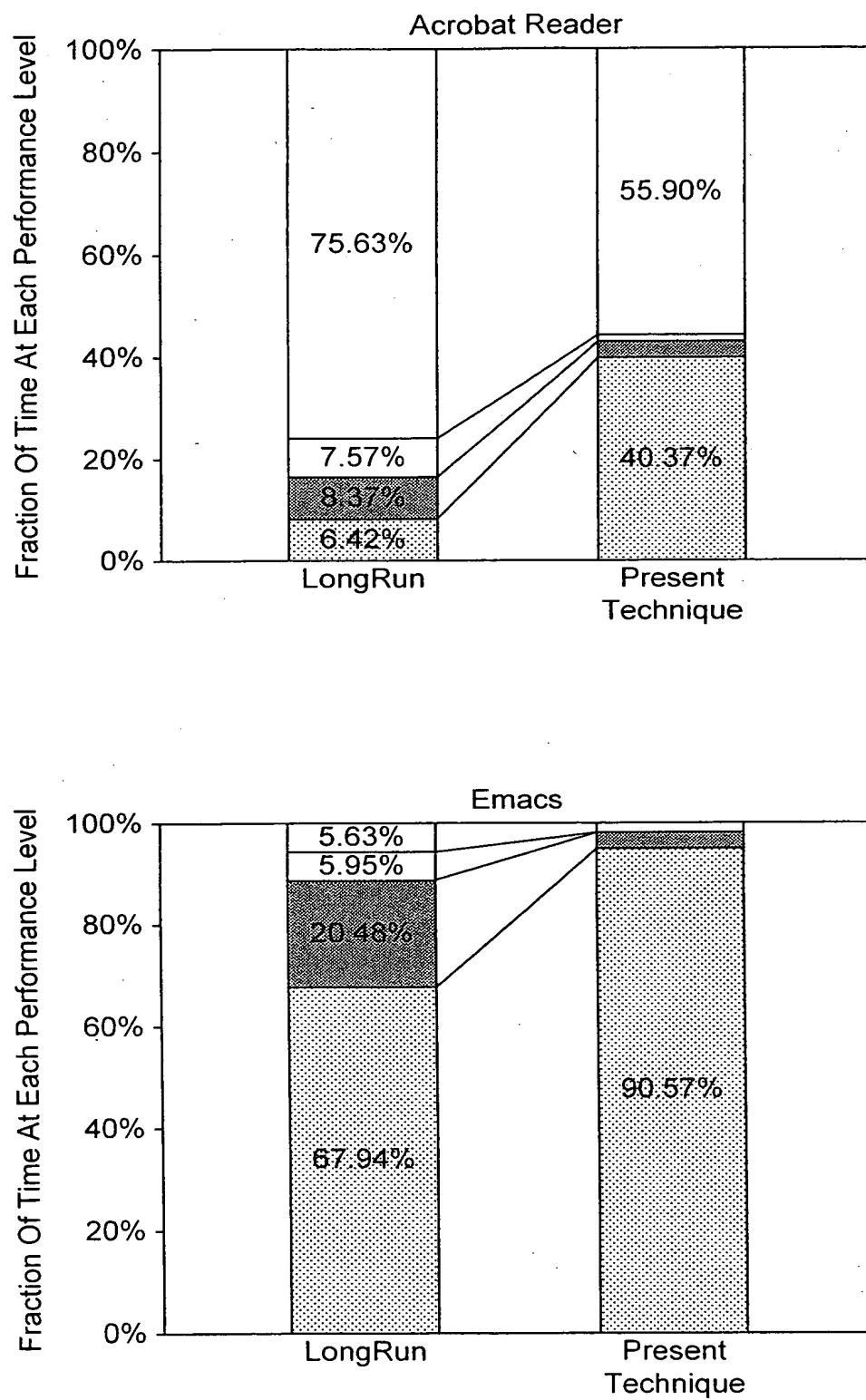


FIG. 12C

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**FIG. 13**

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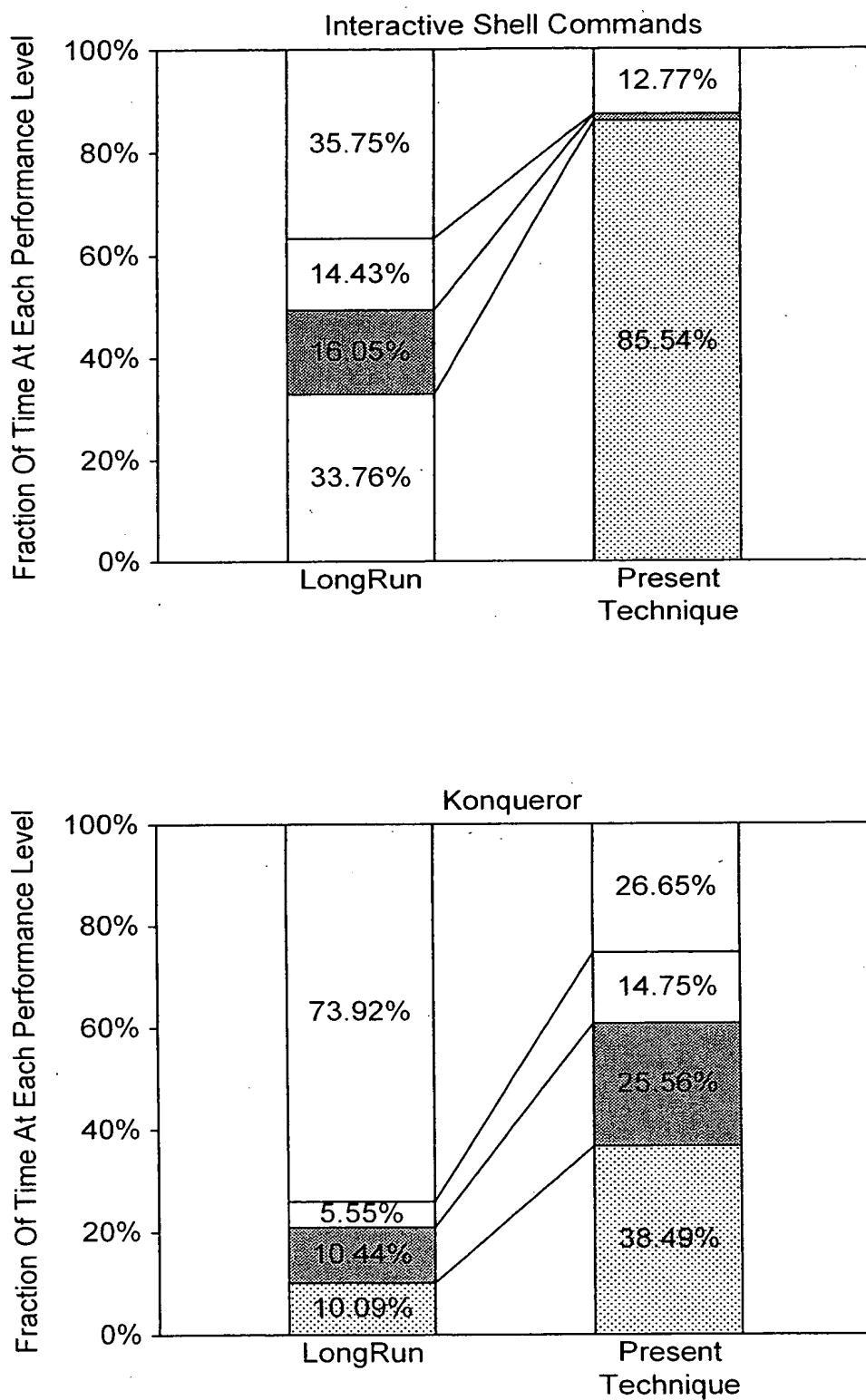
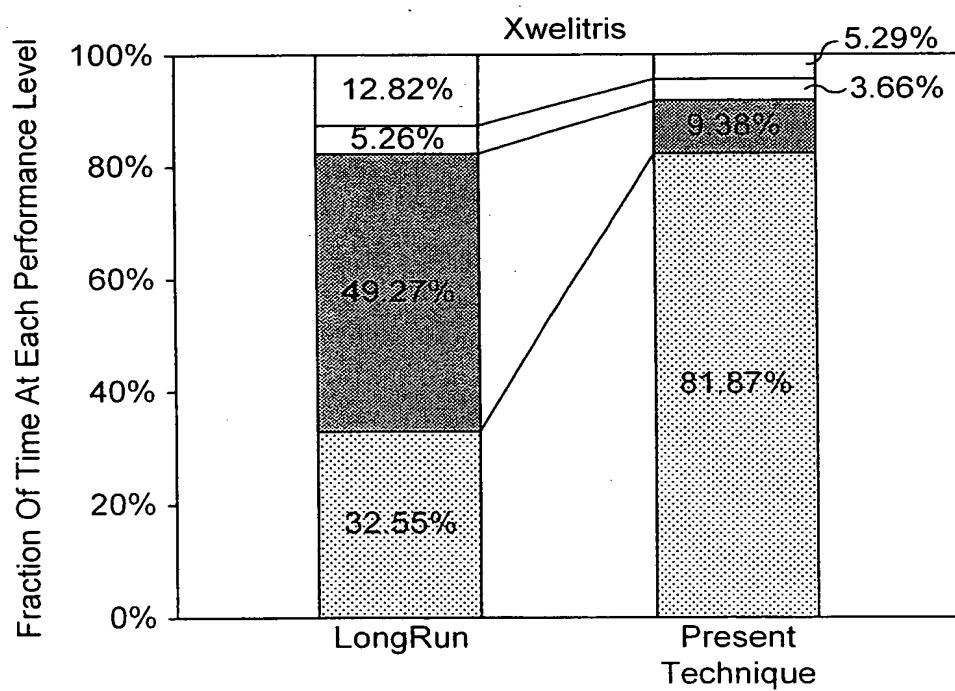
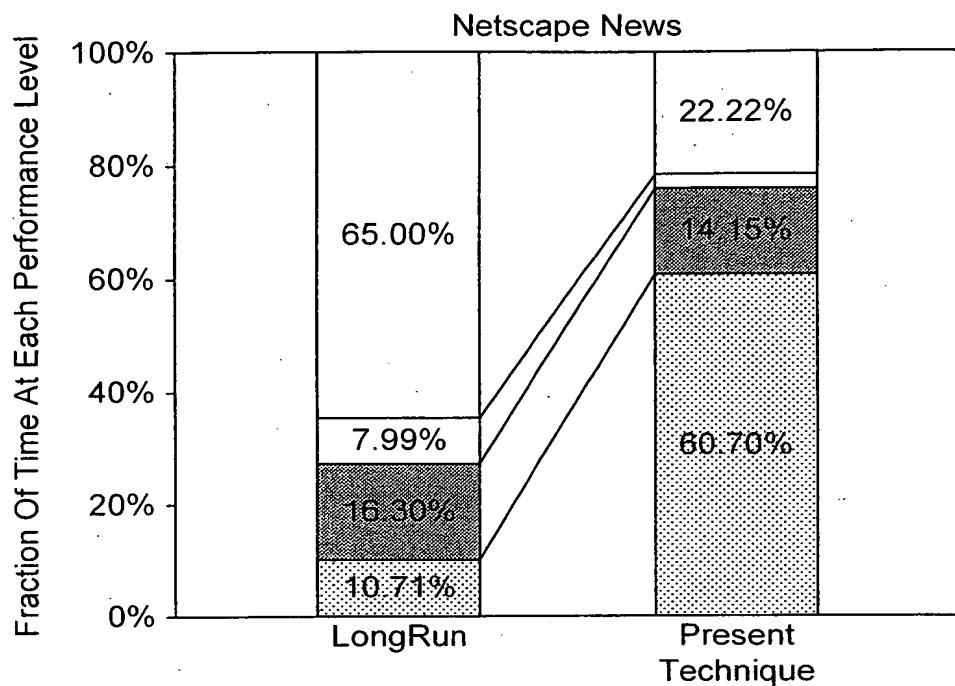


FIG. 13 CONT'D

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**FIG. 13** CONT'D